

Passage at Content Distribution And End-to-End DRM

***for
DSTAC***

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What is Passage

See Classic “Passage Technical Overview” PowerPoint presentation

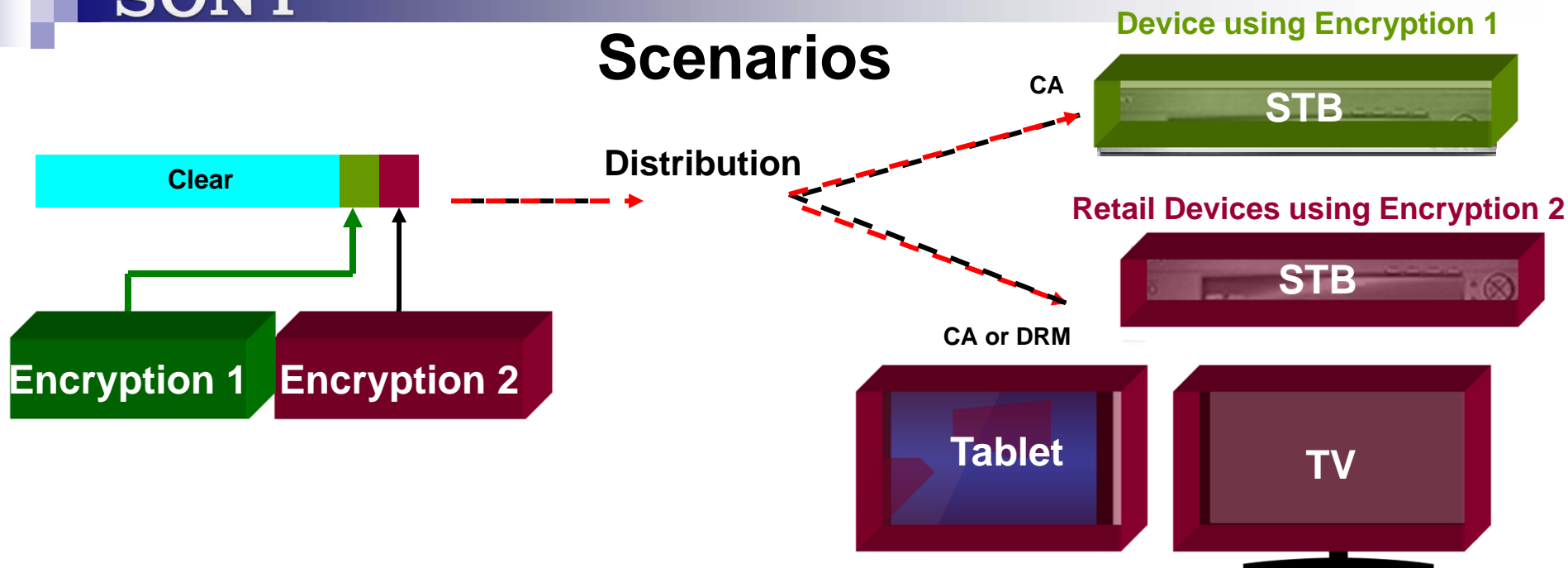
Passage is an enabler - for new distribution paradigms - all while preserving the operators' capital investment in legacy set-top boxes and distribution equipment!

Why Passage

- a) Alternate scrambling of the critical packets, e.g. AES-128 vs. DES or CSA
- b) Legacy CA can co-exist new CA or DRM
 - Alternate security (software vs. hardware-based CAS)
 - Alternative key management (content rights vs. entitlements)
 - Alternative Root of Trust (Crypto vs. Key Ladder vs. Software)
 - Alternative to key sharing (Simulcrypt) which may not be possible or desirable

Result: Linear content can be encrypted with DRM same as Web services which might help the transition to “all-IP” services

Scenarios



Scenario	Encryption 1	Encryption 2	Comment
1	Legacy CA	Alternate CA	“Classic” Passage
2	Legacy CA	DRM	End-to-End DRM
3	DRM	DRM	Multicast IP with independent keys

Enabling Sony Passage at the Point of Content Distribution

- ❖ Potential to facilitate Passage throughout content distribution ecosystem



Content Distribution

Content is currently delivered in the following ways to headends:

- a) Back-haul Delivery Networks, e.g. Comcast Wholesale: HITS and Fiber
 - Networks get content from Programmers
- b) Direct from Programmers
- c) Local content

Methods a) and b) can benefit from doing Passage at the point of distribution. Existing headend equipment can be utilized. If Programmers, Method b) enabled Passage, then a) might be accommodated. See following "Commercial Distribution" slides

c) must be Passage-encoded locally

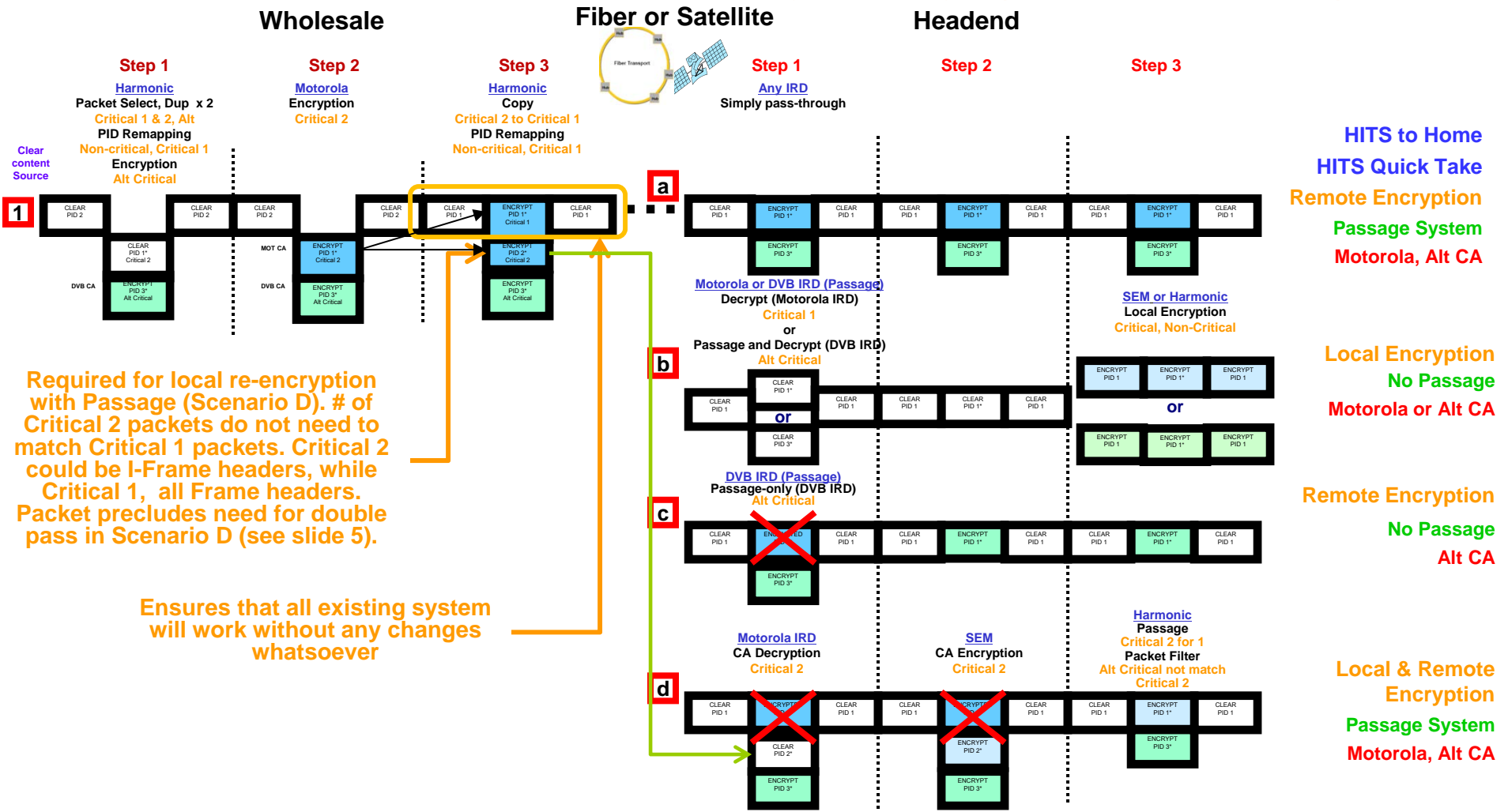
There are a number of different types of headend systems which must be considered.

- a) Digital Turnaround
- b) Local Encryption (no Passage)
- c) Remote Encryption (no Passage)
- d) Local and Remote Encryption

All can be accommodated!

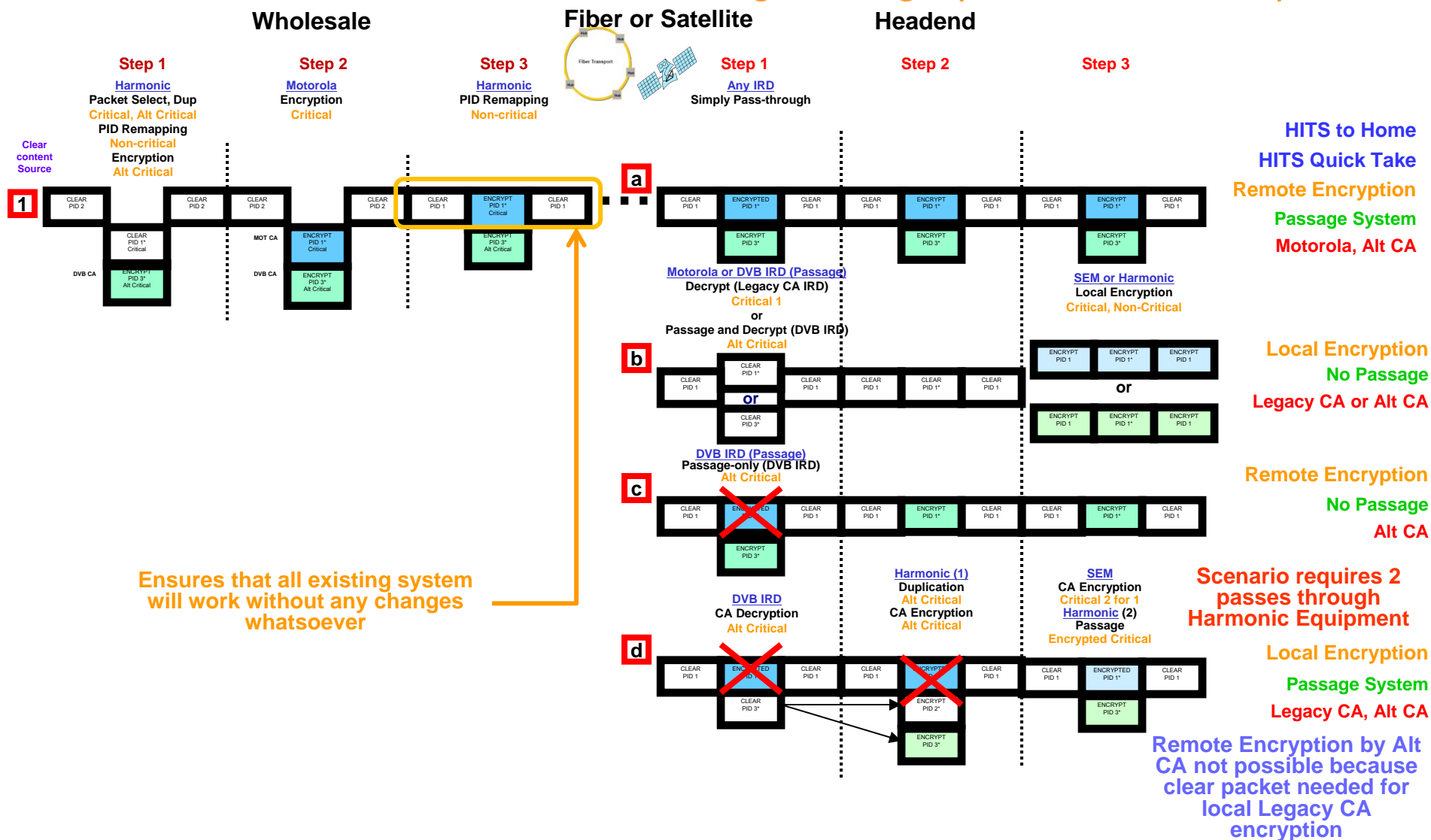
SONY

Commercial Distribution Scenario using Passage (3 Critical Packets)



SONY

Commercial Distribution Scenario using Passage (2 Critical Packets)



End-to-End DRM

- ❖ Treating linear content like IP-delivered DRM content

End-to-End DRM

- Capitalize on high quality linear content sent to legacy receivers
 - Customer buys inexpensive QAM tuner cards or QAM tuner USB stick
- Eliminate the need for CAS-to-DRM bridging. Bridging has the following issues:
 - OCUR/BOCUR solutions using CAS, e.g. CableCARD, are expensive
 - Rights and access criteria may be lost in “translation” using DTCP/IP and DLNA
 - Possible clear content or key trans-encryption exposure vulnerability
- DRM content (sent from linear programming) can be managed in the same way as that delivered strictly over IP
- Provides greater control over broadcast content
- Enables new business opportunities and models
- DRM packet could originate at Programmer Passage-enable facility. This minimizes the multiplexer changes at Distribution Networks and Headends

End-to-End DRM – To PC

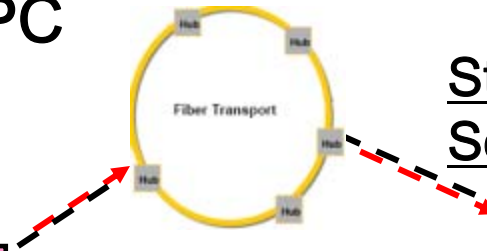
Headend Scenarios

Selective Multiple Encryption

CLEAR not-encrypted PID 100	LEGACY Critical CA encrypted PID 100	WMDRM Critical encrypted PID 101	Widevine Critical encrypted PID 102
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Storage & Distribution Scenarios

CLEAR not-encrypted PID 100	Widevine Critical encrypted PID 100
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IP Distribution in the home, e.g.
MOCA or Wi-Fi

AverMedia PCI CARD

Clear QAM tuner to USB



Hauppauge 950Q USB2 QAM Tuner

Clear QAM tuner to USB



Clear QAM Tuners can be used since
DRM decryption is done in Client

SiliconDust Homerun Tuner

Clear QAM tuner to IP



Direct reception by PC using existing PCI tuner board
(decoding done by multi-core PC)

- No need for CA decryption and re-encryption
- Passage can be managed by client on PC, TV, or Tablet



PC browsing
of MSO
content

SONY

End-to-End DRM

